INTERPOL

Interpol is a strategy game for 2 players.
The object of the game is to control two spies and two policemen by each players.

Insert the cartridge in the proper slot with the label side facing the keyboard.
Touch on △ and 0 to start the game.

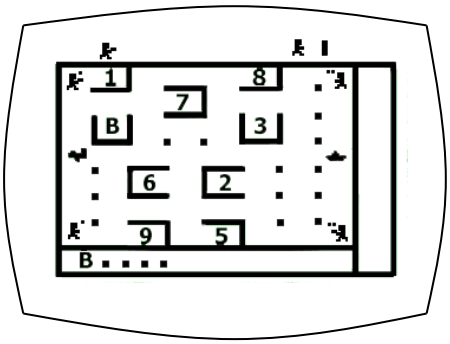
Game rules :

To begin, the player who is the spy chooses the time of action and reflexion by game (between 5 to 60 seconds). After, it's the turn of the player who is the policeman to choose his time. Each players's time can be the same or different for giving a handicap to one of the players. To choose the desired time, use the alpha-numeric keyboard. If any time isn't entered after 5 seconds, or if the player doesn't enter any value on the keyboard, the computer will automatically give 60 seconds to the player.

The next step will determine which of the two players will be the spy. The player who pushses the fire button first on his joystick will be the spy, and the other player will be the policeman. If any of the players doesn't press any of the fire buttons on the joysticks, the game will automatically start in demo mode.

The game starts.

A labyrinth symbolising the town will appear. You will see a plane and a boat which symbolise the airport and the harbor. This is the two ways for escaping that the spy has. Each of the players can control two characters of his camp (Policemen 1 and 2, Spies 1 and 2). The spies are red and doesn't have any weapons and the policemans are blue and have revolvers.



Main screen of the game.

: Policeman 1(blue)
: Policeman 2(blue)
: Spy 1 (red)
: Spy 2 (red)

: Harbor
: Airport
: Building

At the start of the game, the spies have secret informations that they stole from the authorities. Their goal are to escape from the country with these informations. The policeman have for mission, to stop the spies from escaping by air or by boat.

The airport and the harbor are blocked by the policemen. Individuals are authorized to use these transports, the boat or the airplane, only by presenting a deternimed code for each start of the game by the policemen. The clues for this code are hidden in some buildings in the town. The buldings are symbolized by three walls and an entrance. At the start of the game, the player that is the policeman, determines a code of five letters. That code must be a commun name at the singular or plurial. Once the code is determined, the player must hide the letters of the code in different buildings in the town. To do this, the player begins to enter the fisrt letter of his code and the number of the building in which he wants to place it. The player that is the policemen must place the letters in a manner that it will be hard to find so that the spies will have a hard time to find the letters. The player-policeman has nine choices (buldings) to place the five letters of his code. He can, at all times, to change the code by pressing EFF . This change must be done without the other player (the spies) knowing.

Once the code entered, a music will be heard that indicates to the player-spy, that he can start to play. The player-spy has, beginning at that moment, from 5 to 60 seconds (depending of the choice made at the start of the game), to move around the town. To begin, the player-spy has to choose which of his two spies he wants

by pressing 1 or 2 . The spy that is controled becomes invisible because he has to move carefully. The player-spy can control his character horizontally or vertically like he wants during the game. A little stick beside the spy in the upper-right of the screen, indicates the numbers of movements because both players can't see the spy that is moving. They can only « imagine » his position by the change of places. The player-spy can outwit the player-policeman by going backwards on his steps, which can confuse the policeman trying to locate the spy. The player-spy passes his turn to the player-policeman when his time is up or by pressing fire on his joystick. Now it is the turn for the player-policeman to select one of his policemen that he wants to control by pressing 1 or 2 . Like the spy, the choosen policeman becomes invisible. He can move horizontally or vertically, the movements are indicated by a stick besides the policeman in the upper-left of the screen.

When one of the players bumps in a wall, a sound signal will be heard. That signal is an indication for the player that is controlling his invisible character to know where he his, and at the same time, for the other player as well.

Goal of the Player-Spy :

The player-spy has for goal to find all the letters of the player-policeman code before getting to the airport or the harbor to escape. When entering a building, the spy will make appear the letter that was hidden or make appear a – if none of the letters are hidden there. In the two cases, the position of of the spy will be revealed but the spy can go out of the building and dissapear in the town. If the player-spy is in the same space as the policeman, he is arrested. But if he's not in the same space as the policeman, he is not arrested.

One of the spies can go to the airport or the harbor to escape. When he will be immobilised on of the space and press the fire button on his joystick, he will be asked the code. If he his right (you can correct with EFF), the player-spy wins. If the code is wrong, the spy will be arrested. The player-spy can take a chance to guess even if he doesn't have all the letters for the code. The player-spy only have two guesses (two spies) to get to his goal.

Goal of the Player-Policeman :

The player-policeman has tfor goal to arrest the two spies. To do that, he has to immobilise on a space where is the spy or waits until the spies is in the same space as he his. The spy can be visible or invisible if it is actually controlled by the player-spy. If the player-policeman guesses that he is in the same space where the spy is, he can press on the fire button on his joystick to capture him. If none of the spies are in the same space, he passes the game control to the player-spy.

The player not selected rebecomes visible (spy or policeman).

If one of the spies is captured, the second spy is the only chance for the player-spy to win the game.

Each of the players has to stratigically move his character to confuse his ennemy. The spy must take some unlikely paths to go from a building to another, or to bluff and go directly for the goal when the player-policeman is not paying attention. The player-policeman has to guess to locate the spies and to set some traps by placing himself on the path of the spy like when the player-spy will pass over the same space to capture him.

The spies can't be caught on their starting space since it is considered an secret sanctuary. To refuge themselves, the spies can rest there for the time being.

End of the game

The game ends when:

- One of the spies was successfull to escape by plane or by boat.

- The policemen captured both spies.

After one of these ends, the game restarts.